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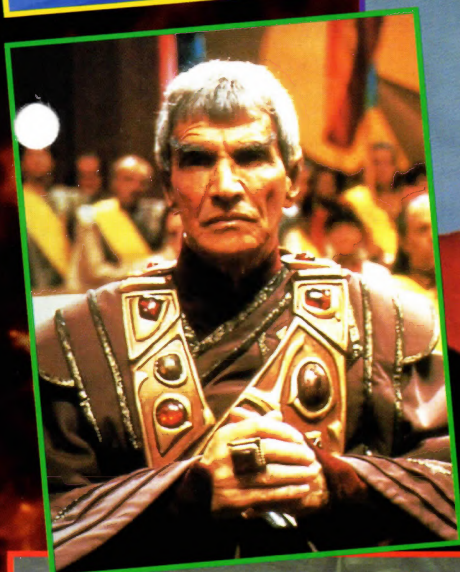


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THE  
KLINGON  
EMPIRE

# The Guide to the STAR TREK Galaxy

FILE 11

CARD 5



THE  
KLINGON  
EMPIRE

## KLINGON LEISURE


To many, the Klingons seem an excessively serious race, devoted to duty and the pursuit of war. But few races know how to enjoy themselves as much as Klingons do; food, drink, song, and battle are all essential parts of their rich culture.

**F**or Klingons, the line between leisure and combat training is often blurred. There is nothing a warrior enjoys more than preparing himself for battle, but the Klingon idea of leisure is not restricted to fighting; they also take great pleasure in eating, drinking, and opera.

Many Klingon leisure activities are very violent. Klingons practice a martial arts form called **mok'bara** which closely resembles Tai-chi. It clears the mind and centers the body.

### Warlike exercises


A similar form of exercise is used to practice the use of weapons such as the **bat'leth** or **mek'leth**. The warrior stands alone and executes classic moves. Klingons also enjoy putting

 **Klingons often greet old friends or new acquaintances by butting heads. Their bony foreheads make this less dangerous than it may seem.**

their fighting skills to use in a more aggressive fashion. Warriors test their skills in bat'leth competitions; the winner is rewarded with a trophy. The development of the **holodeck** has allowed Klingon warriors to take their love of combat to extremes. On the **U.S.S. Enterprise**, **Worf** often uses an exercise program which converts the holodeck into the surface of a primitive planet where he is attacked by a party of belligerent enemies. He takes great pleasure in killing his holographic foes.

Many Klingons favor holodeck programs which recreate famous historic



 **Klingons will offer a toast and a song on almost any occasion, whether it is a warrior's coming of age, an important anniversary, or a famous victory.**

events such as the **Battle of Klach D'Kel Brakt**, during which the player may take the part of a hero from Klingon history or legend.

Klingons also devote considerable amounts of time to practicing the use of their energy weapons.

But preparation for battle

includes more than just the preparation of the mind and body. Klingons are an emotional people, and on the eve of battle they will prepare by attending a rowdy party in a large smoky room. Sometimes, members of opposing sides – if both sides are Klingon – will celebrate the coming

battle together with arm wrestling, head-butting, brawling, and drinking massive quantities of bloodwine.

### Serious drinkers

In fact, heavy drinking is an essential part of Klingon society and a test of a warrior's stamina. Warriors waiting to receive the





### WARRIOR FOOD

#### Eat, drink and be merry


Food and drink are two of the great pleasures in a Klingon warrior's life. Klingons like much of their food live, or at least raw, and with a strong flavor; they find cooked human food very bland. They also enjoy strong drink, and would rather have weak wine than water.



 **Few other races fully appreciate the appeal of Klingon cuisine. In particular, many people are rather squeamish about live gagh. However, Klingon restaurants like the one on DEEP SPACE NINE are not unheard of, and some Starfleet officers, like Dax, are very fond of Klingon food.**

 **Klingons take great pleasure in drinking, which can become a test of stamina as warriors compete to see who can drink the most and remain standing.**



 **A good Klingon meal includes a wide selection of dishes. Popular Klingon recipes include rokeg blood pie, gagh, pipius claw, bregit lung, and heart of targ. All are eaten with the fingers, and with obvious pleasure.**



## Father to son

Worf instructs his son, Alexander, in the use of the bat'leth. For most Klingons this is a time of bonding, but Alexander is not certain that he wants to become a warrior.



## Working out

Worf's Klingon calisthenics class becomes very popular on board the U.S.S. ENTERPRISE. The exercises are similar to those used in Tai-chi.



## Order of the Bat'leth

assemble hours before the ceremony and drink steadily. Falling down drunk is a mark of failure.

Though some Klingons drink **Maparian ale** with a hint of **pazafer**, more popular drinks include **bloodwine** and **warnog**, which is Klingon ale.

**Raktajino** – Klingon coffee – has become popular throughout the Galaxy. Worf also enjoys prune juice, which he declares a warrior's drink.

Klingons take great pleasure in eating; typical dishes include **rokeg blood pie** or **gagh**, which is a dish of serpent worms best served live.

## Legendary pleasures

The **Legend of Kahless** plays an important part in Klingon culture, and many leisure activities are concerned with passing down proud Klingon history and legends.



THE  
KLINGON  
EMPIRE

# The Guide to the STAR TREK Galaxy

FILE 11

CARD 5

## KLINGON LEISURE



THE  
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## GALAXY FACTS



Many Klingon games are trials of strength. In one, the **B'ah't Qul** challenge, one contestant holds his arms out and the second places his arms inside them so that their wrists touch. The first contestant tries to push the arms together while the second tries to push them apart.



## Love of fighting

Klingons enjoy almost any form of combat. They often find it sexually arousing; Worf and K'Ehleyr mate after defeating a band of holographic warriors.



## THE PLAY'S THE THING ...

## Kahless the Unforgettable

Many stories about Kahless are told by one Klingon to another. The stories of Kahless's bravery and integrity are used to instruct Klingons how to behave, and they form an important part of Klingon culture. Plays about Kahless are regularly performed at festivals. In one story, Kahless fights his brother Morath because he lied; in another, Kahless defeats the tyrant Molor. Kahless is so important to the Klingons that it is impossible to imagine their culture without him.



## Ritual combat

During the **Kort'baval** festival, actors play out the story of Kahless and Molor. Each participant sings their part of the story.



## Molor the tyrant

Molor is a tyrant who could defeat all but one man. In the play at least one of the challengers is an actor, but members of the audience can also step forward and play out the role of a challenger, falling to the ground before Molor.



## Kahless victorious

When all the other challengers have fallen, an actor playing the part of the legendary Kahless steps forward and attacks Molor. Kahless would rather die than live under Molor's tyrannical regime. Kahless is the model for all Klingon warriors and is, of course, victorious.





GALACTIC  
ARCHEOLOGY

# The Guide to the STAR TREK Galaxy

FILE 6

CARD 2



GALACTIC  
ARCHEOLOGY

## THE ORIGINS OF HUMANOID LIFE

The Galaxy is full of humanoid life forms. For centuries it is assumed that this is no more than a bizarre coincidence, until **Professor Richard Galen** uncovers startling evidence that will change the face of archeology forever.

**T**he **Aolian Cluster** is the site of much of the archeological research conducted by **Professor Richard Galen**, one of the greatest archeologists of the 24th century. Trying to gather definitive information about the first humanoid species to inhabit the Galaxy, Galen spends the last 10 years of his life attempting to confirm his extraordinary theory that a number of humanoid species throughout the Galaxy have a common genetic heritage.

Humanoid life is defined as intelligent bipedal life forms, who are commonly found on **class-M** planets. Humanoids are scattered

throughout the Galaxy, yet despite the vast distances between class-M planets many humanoid species share a remarkable commonality in form and in genetic coding.

### Galen's theory

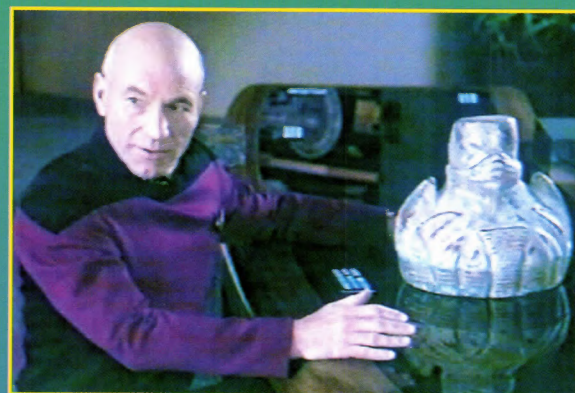
Galen believes these similarities are evidence of a common ancestry, perhaps even a single humanoid species that lived in our galaxy over four billion years ago. He wants to prove that this species seeded the primordial oceans of many class-M planets with genetic material from which a number of humanoid life forms have evolved.

Galen spends many years collecting data and



**▲ Galen shows Picard his route. With a small shuttle it will take a year or more to complete his research. Picard is tempted to join him, but feels he cannot abandon his role as captain of the U.S.S. ENTERPRISE.**

other genetic information from at least 19 different planets throughout the **Alpha Quadrant** in an attempt to confirm his theories. He discovers marked similarities between certain DNA sequences of life forms on widely separated planets,



**▲ Galen reminds Picard of his love for archeology by giving him a Kurlan Naikos, a figure which contains several smaller figurines symbolizing an individual's competing desires.**

### THE CHASE

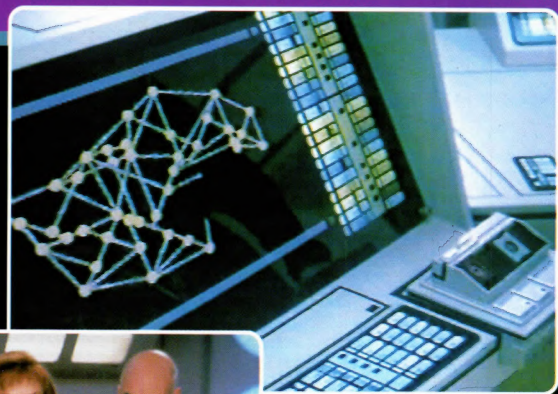


#### ▶ Assembling the message

The DNA strands contain elements which are obviously not natural. It appears that they have been genetically engineered to contain a message. However, the message will only be revealed when all the DNA strands are joined together.

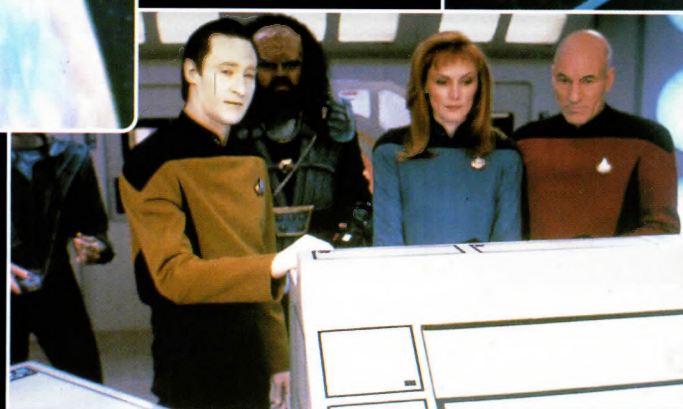
#### ◀ A world destroyed

The Cardassians have no intention of sharing their data with anyone, and destroy Indri VIII to prevent other races from taking DNA samples. However, they are missing several pieces of the puzzle, and are forced to cooperate with Picard.



#### ▶ Ancient program

The DNA strands have been taken from several worlds. It has taken Galen many years to amass the data, which is still incomplete. By pooling their information, the Federation, Klingon, and Cardassian commanders learn where to find more DNA.





and believes the sequences are a puzzle left behind by these ancient progenitors.

## Finding the answer

Galen's star pupil was **Jean-Luc Picard**, but Picard went on to pursue a career in **Starfleet**. However, he is instrumental in finishing Galen's project.

As Galen's research nears its end, he visits Picard and asks for his help. But Picard refuses to join Galen on his final search, and Galen's **Federation** shuttle is attacked by an **Yridian Destroyer**. The Yridians attempt to download 19 different blocks of information from Professor Galen's computer, but are destroyed by the **U.S.S. Enterprise NCC-1701-D**. Galen is mortally injured during the firefight and dies on board the *Enterprise*.

Picard decides to try to complete Galen's work, and orders the *Enterprise* to **Ruuh IV**, a class-M planet Galen had studied. Sixty-seven percent of Ruuh IV's surface is covered by water. The planet supports numerous plant and animal forms, including a genus of protohumanoids. There is no evidence to indicate a former occupancy by even a primitive culture.

The *Enterprise* then travels to **Indri VIII**, a



GALACTIC  
ARCHEOLOGY

# The Guide to the STAR TREK Galaxy

FILE 6

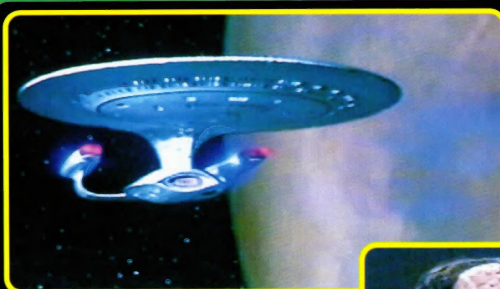
CARD 2



GALACTIC  
ARCHEOLOGY

## THE ORIGINS OF HUMANOID LIFE

### CONFLICTING MOTIVES



#### Knowledge

*Picard is determined to finish Galen's quest for knowledge. He has no idea what the message is about, but is certain that it is very important.*

#### Weapons

*Inevitably, the warlike Klingons assume that the message concerns an incredibly powerful weapon.*



#### Power

*Gul Ocett believes the message contains information about a powerful energy source. She is determined to secure it for Cardassia at any price.*



**class-L** planet first identified by Federation scientists in about 2340. There is no evidence of intelligent life or animals, but the planet is covered by deciduous vegetation and shows evidence that it could have been seeded with genetic material by a race of progenitors.

Unfortunately, this

evidence is destroyed by a violent plasma reaction in the planet's lower atmosphere caused by **Cardassian** forces who are seeking to prevent competing scientific groups from obtaining the genetic information both they and the *Enterprise* are looking for.

Galen's trail then leads the *Enterprise* to **Loren III**, a planet located near the

**Kurlan system**, where Galen had obtained samples of genetic material as part of his research just prior to his death.

Upon arriving at the planet, the *Enterprise* is joined by two Cardassian ships, captained by **Gul Ocett**, and the **Klingon Attack Cruiser Maht-H'a**, under the command of **Captain Nu'Daq**. They are all looking for the same key

to Galen's research.

**Dr. Beverly Crusher** assembles the gathered DNA sequences, via a protein-link compatibility, and forms a computer program. This program eventually leads all parties to the **Vilmor System**.

### Lost ancestors

On **Vilmor II** the final piece of the genetic puzzle is found, and a message from a long-dead civilization is played before the group of humans, Klingons, Cardassians, and Romulans. It is a message of peace and goodwill which confirms that, despite their differences, all the humanoid races in the Galaxy are linked to one another.

## GALAXY FACTS

- ▶ The Kurlan Naikos becomes one of Picard's most prized possessions. There are very few complete examples in existence.
- ▶ Humanoid life appears to exist throughout the Galaxy, and has even been found in the Delta and Gamma Quadrants.
- ▶ Later humanoid races, including Sarpeidon's people, also claim to have fathered other races.

## THE FIRST HUMANOIDS



### Humanoid forefathers

*The message explains that the group of ancient humanoids found no other life in the Galaxy and decided to seed the stars with their DNA, ensuring that humanoid life would evolve on thousands of planets.*



### Message of hope

*The ancient humanoids had hoped that their descendants would be able to discover their common heritage only by putting aside their differences.*





# The Guide to the STAR TREK Galaxy

FILE 10

CARD 4



## BAJOR UNDER THE CARDASSIANS

The **Cardassian** occupation of **Bajor** is unrelentingly brutal. The Cardassians have no respect for ancient **Bajoran** religion and culture, and force the Bajorans to flee their planet or work as slaves in primitive labor camps.

**T**he **Cardassians** are anything but benevolent despots, and the 40-year Cardassian occupation of **Bajor** is a particularly brutal and bloody period of the planet's history.

Although there is a **Bajoran** government during the occupation, the real power lies with the Cardassians. Bajorans are treated appallingly and are deprived of even the most basic rights. **Ro Laren's** story is typical: as a child she was forced to watch as Cardassian soldiers tortured her father to death.

Most Bajorans are forced into slave labor and are put to work serving their Cardassian oppressors. Any

Bajorans who object are treated viciously, and many are imprisoned in labor camps. The most notorious of these camps is called **Gallitepp** and is administered by the sadistic **Gul Darhe'el**. Under his command, thousands of Bajorans are slaughtered. In the course of 40 years, more than 10 million Bajorans are killed by the Cardassians.

### A culture in danger

The suppression of Bajoran culture is brutal; anyone found to be teaching the word of the Prophets is imprisoned. Even **Vedek Winn**, who later becomes **Kai**, spends five years in a Cardassian prison camp. The

Cardassians also take the sacred orbs away from Bajor to be studied by Cardassian scientists.

**Jalanda Forum**, an important center for the arts which contains a prestigious exhibition hall where musicians such as **Varani** once performed, is destroyed toward the end of the occupation.

Although many Cardassians are openly racist, others take Bajoran mistresses, and even father half-Bajoran children. However, these children have little status within Cardassian society.

Not all Bajorans are trapped within 'Cardassian' space. Camps of Bajoran refugees spring up on nearby planets within



During the occupation of Bajor, many Bajorans flee to refugee camps in Federation space. Conditions in these camps are often painfully primitive.



**Gul Dukat** is the last Cardassian Prefect of Bajor. Although he is brutal, he considers himself to be a reasonable and civilized man. Like many other Cardassians he takes a Bajoran mistress and fathers a half-Bajoran child.

### TEROK NOR



#### Captive population

Life for Bajorans on **TEROK NOR** is harsh and unpleasant. They are herded into pens by their Cardassian captors, who have imposed a curfew on them. Their best hope is that one of the traders with a concession on the station's promenade, such as **Quark**, will offer them work and the chance to earn some paltry wages.



#### Watchful eye

The Cardassian design of **TEROK NOR** allows Cardassian guards to look down on the Bajorans from walkways. The guards are heavily armed, and any offenders are swiftly punished.

#### Unequal pleasures

Unlike the Bajorans, the Cardassians are free to enjoy themselves. The distribution of wealth is completely uneven; most Bajorans are in desperate straits, but the Cardassians have money for gambling and drink.



## GALAXY FACTS

- ▶ The occupation of Bajor forces the Bajorans to abandon the D'jarras, a rigid caste system that determines an individual's role in society.
- ▶ Kira Nerys is only 15 years old when she takes part in the liberation of Gallitepp.
- ▶ The Bajorans manage to conceal one of the nine sacred orbs from their Cardassian oppressors.

Federation space. Conditions in these camps are primitive, and the inhabitants often lack the basic necessities of life such as food and blankets. A few Bajorans leave the camps to join **Starfleet**, and others set up bases on non-aligned worlds from where they launch attacks on the Cardassians.

### Rape of a planet

The Cardassians strip Bajor of all its resources. Using forced Bajoran slave labor they construct **Terok Nor**, a massive space station which is used to mine and process ore. Life for the Bajorans on **Terok Nor** is brutal and degrading. There is a curfew, and Bajorans are kept under constant surveillance behind caged fences.

*Terok Nor* becomes the

seat of Cardassian government on Bajor, and the Prefect of Bajor takes up residence here.

So few Bajorans cooperate with the Cardassians that it is difficult for the oppressors to maintain order on **Terok Nor**, and toward the end of the occupation the last Prefect, **Gul Dukat**, takes the unusual step of appointing **Odo**, a shapeshifter discovered by the Bajorans, to run the station's security. Odo is incorruptible, and earns the respect of Cardassians and Bajorans alike. He is so trusted that the Bajoran administration decides to retain him after the Cardassians withdraw.

The mining leaves the surface of Bajor horrendously scarred and Cardassian operations poison the once fertile soil, making farming difficult for generations. Not all mining is conducted from orbit; the North-West Peninsula is among the areas ruined by Cardassian strip mining.

### Fighting back

The Bajoran resistance becomes a serious problem for the Cardassians, and several resistance cells begin terrorist activities which ultimately play a large

part in persuading Cardassia to withdraw from Bajor.

The resistance has a number of significant successes. The **Shakaar** resistance cell liberates Gallitepp, and the **Ornathia** cell, led by **Lenaris Holm**, even expands the terrorist operations offworld with a daring attack on a Cardassian outpost on **Pullock V**.

Cardassia responds to the terrorist activities by infiltrating the underground with Cardassian operatives, who are surgically altered to resemble Bajorans. They also respond by threatening mass executions. The Cardassians have many successes, including the **Kendra Valley** massacre in which Cardassian assault forces wipe out 43 Bajoran fighters, **Kai Opaka's** son among them.

### Final departure

The planet's depleted resources, growing terrorist action, and the need for peace with the Federation finally persuade the Cardassians to abandon Bajor. But when they leave, they set out to ruin the planet. Many Cardassians favor killing every last Bajoran, but **Gul Dukat** feels this is too extreme. Nevertheless, the departing

### ▶ Lenaris Holm

*The resistance makes it very difficult for the Cardassians to function effectively, and Lenaris Holm's cell expands their activities offworld.*



### ◀ Shakaar

*Leaders of the Bajoran resistance become very important figures on Bajor. Shakaar is so admired that, after the Cardassians leave, he becomes First Minister. His resistance group liberates the Gallitepp camp.*

## THE RESISTANCE

### ▶ Hira Nerys

*Major Kira Nerys is a hero of the Bajoran resistance. She joins the Shakaar cell as soon as she is able to carry a gun, and rapidly earns their respect, taking part in the liberation of the Gallitepp labor camp. After the Cardassian withdrawal, she is made Bajoran Liaison Officer to DEEP SPACE NINE.*



oppressors poison water supplies and farming land, ravage and burn cities, and

even desecrate the ancient monastery, the heart of the Bajoran planet's religion.

## STARFLEET INTERVENTION



### ▶ A way out

*Some Bajorans from the refugee camps, such as Ro Laren, manage to join Starfleet, where they are free from Cardassian oppression.*



### ◀ Late arrival

*Like many Bajorans, Kira Nerys initially believes that Bajor is unwise to call in Starfleet to help them after the Cardassians leave. But she later changes her mind.*

### ▶ Federation ignorance

*Few Federation citizens realize what kind of conditions the Bajoran refugees are living in. Captain Picard and his party are shocked by the reality.*





CHARTING  
THE GALAXY

# The Guide to the STAR TREK Galaxy

FILE 3 CARD 3G

## ALPHA QUADRANT



CHARTING  
THE GALAXY

### CALDER II

CLASS-M PLANET

**C**alder II is a **Class-M** planet with an ancient history and is host to a small, scientific-led **Federation** outpost. In 2370, Calder II, which features **Romulan** remains at the **Sakethan** burial mounds, attracts a galactic archeological mercenary named **Arctus Baran** who is working for the **Vulcan** isolationist movement; he attempts to recover the legendary Vulcan artifact, the **Stone of Gol**.

▶ **Arctus Baran** is a ruthless mercenary driven by a desire to possess power, something the **Stone of Gol** reputedly bestows.



### CALDIK PRIME

CLASS-M PLANET

**T**om Paris and the original chief medical officer on the **U.S.S. Voyager** were both previously stationed on **Caldik Prime**. Paris was later discharged from **Starfleet**, only to later join the **Voyager** crew on a special commission instigated by **Captain Janeway**. The doctor was killed in the line of duty.

▶ One of Tom's earliest postings is at **Caldik Prime**, where he meets the **U.S.S. VOYAGER's** original medical officer.



### CALONDIA IV

CLASS-M PLANET

**T**his planet is the destination for **Trajok**, following a **Galeo-Manada**-style wrestling match with **Jadzia Dax** in 2372. There are no further details on **Calondia IV** registered.

### CAMOR V

CLASS-M PLANET

**T**he people of **Camor V**, known as **Camorites**, have a distinctive physiology which can be detected by a ship's sensors orbiting the planet. This planet and its people were ravaged during the **Cardassian** war of the 2350s. As a result of the devastation there was a large amount of war orphans. **Miranda Vigo**, a former flame of **Captain Picard's**, chooses to live here, along with her son **Jason**, in a desire to help out these orphans. Jason Vigo is thought for a time to be Picard's son, although this is later discovered to be a sophisticated trick perpetrated by a vengeful **Ferengi**, **DaiMon Bok**, who blamed Picard for his own son's death.

### CAMPOR III

CLASS-M PLANET

**A** new colony is established on **Campor III** in 2371. The status of the colony is established during the **U.S.S. Defiant** crisis in 2371 when **Thomas Riker** steals the ship to use for an offensive against the **Cardassians**.

### CAMUS II

CLASS-M PLANET

**A** **Federation** archeological expedition to this planet in 2269 leads to the discovery, by **Dr. Janice Lester**, of a sophisticated life-energy transfer device. Its true purpose is unknown, although it can be used for devious means. The device is used by Lester to exact revenge on **Captain Kirk** and her colleagues for her never having attained the captaincy of a starship. Her jealousy proves her undoing, though, when she transfers the mind of Kirk into her body and vice versa.

▶ **Camus II** has some strange technology, including a life-energy transfer device used by **Dr. Lester**.



### CANOPUS PLANET

CLASS-M PLANET

**L**ocated in the **Canopus** system, the **Canopus Planet** is made legendary when the famous poet **Phineas Tarbolde** composes the sonnet 'Nightingale Woman' in 1996. This single poem is recognized throughout the Galaxy as being one of the most passionate ever written. The star **Canopus** is visible from Earth, and has been used for centuries as a guide for sailors. The old Earth space organization, **NASA**, used **Canopus** as a guide for such projects such as the **Voyager** series of space probes.



▶ **Gary Mitchell** quotes the legendary **Tarbolde's** passionate love sonnet 'Nightingale Woman' after he is afflicted with strange powers aboard the **U.S.S. ENTERPRISE**.





CHARTING  
THE GALAXY

# The Guide to the STAR TREK Galaxy

FILE 3

CARD 3G

## ALPHA QUADRANT



CHARTING  
THE GALAXY

### CAPELLA IV

CLASS-M PLANET

Home to the **Capellans**, a proud but technologically unsophisticated and warlike humanoid race, **Capella IV** has a rare mineral resource, **topaline**. The **Federation**, in need of a ready supply of topaline to

sustain the life support systems of its colonies, tries to secure an agreement with the Capellans in 2267 to mine the mineral. The planet is a mixture of desert and mountainous regions. The indigenous people are tribal by nature.



Although their technology may be crude, the humanoids of **Capella IV** have a strong sense of style and color. This is in line with their strongly held warrior beliefs and tribal values. There are 10 main tribes on **Capella IV**; their leader is called a **high teer**.

### CARDASSIA III

CLASS-M PLANET

The **Ferengi** leader, the **Grand Nagus Zek**, acquires the **Bajoran Orb of Wisdom** in 2371 on this, the third planet in the **Cardassian** system. Little is known of this planet due to its location within Cardassian space and that race's cool relations with the Federation.

### CARDASSIA IV

CLASS-M PLANET

Home of the forced labor camps reminiscent of the **Cardassian** occupation of **Bajor**. **Cardassia IV** was the sight of the famous **Hutet Labor Camp** that housed the **Bajoran** freedom fighter, **Li Nalas**, after the Cardassian withdrawal from **Bajor**.

### CARDASSIA V

CLASS-M PLANET

The fifth planet in the **Cardassian** system, **Cardassia V** is home to a famous museum. A man named **Kono** attempts to sell stolen goods on the **Deep Space Nine** station, taken from this museum in 2370.

### CAREMA III

CLASS-M PLANET

In 2369, **Starfleet** is considering **Carema III** to be the ideal world to test the **particle fountain**, a new mining technique involving an orbiting device containing a field generator and a vertical forcefield to the planet. However, initial tests of the device fail.

### CARDASSIA PRIME

CLASS-M PLANET

**Cardassia Prime** is homeworld to the **Cardassians**, a humanoid race reptilian in appearance. Because of the planet's poor natural resources, they begin to plunder nearby planets such as **Bajor**. This results in a protracted struggle that lasts for years and breeds long-lasting hatred between the two worlds. The legal system on **Cardassia** operates on the assumption that the defendant is always guilty; the trial is a mere formality.

**Cardassia** has had a sophisticated race for many centuries, and its ruins are

considered amongst the most incredible in all the Galaxy. The government is called the **Cardassian Central Command** and is in charge of the **Cardassian** military, although they are frequently at odds with the **Obsidian Order**, the secret intelligence wing. The **Cardassian Central Command** is not without its detractors, though; an underground movement has long fought for a different style of government that is less militaristic.

**Cardassia** is the first **Alpha Quadrant** world to join the **Dominion**.



The homeworld of the **Cardassians** features their distinct architecture. The main city features large and intimidating pillars where heroes are buried. Video screens are also prominent on the streets to broadcast messages.

### CASTAL I

CLASS-M PLANET

A **Talarian** captain named **Endar** loses his only natural son in a battle at **Castal I** in the 2350s. This battle is one of several skirmishes between the **Federation** and **Talarian** forces over the control of the **Galen** system.

Although he loses his son at **Castal I**, **Endar** gains a surrogate when he takes the son of a slain enemy, the human boy **Jeremiah Rossa**, after a battle at **Galen IV**.



### CELTRIS III

CLASS-M PLANET

In 2369, **Starfleet** intelligence receives disinformation from the **Cardassians**, who are reportedly ready to build and implement a **metagenic** weapon, a deadly biological device capable of enormous devastation, being developed at **Celtris III**. A decision is taken at **Starfleet** to send an undercover operation there to ascertain this threat. The mission is endangered when **Captain Jean-Luc Picard** is captured and tortured by the **Cardassians** in a failed attempt to extract intelligence from him.

### CATUALLA

CLASS-M PLANET

Once considered for **Federation** membership, **Catualla** is the home of **Tongo Rad**, a member of **Dr. Sevrin's** entourage who steals the **Aurora** cruiser and thus causes a diplomatic incident in 2269. **Tongo's** father was the **Catuallan** ambassador to the Federation at the time his planet was seeking membership.



## FILE 22 U.S.S. ENTERPRISE NCC-1701-A

TYPE:

LIGHT SHORT-RANGE SHUTTLE

ASSIGNED TO:

U.S.S. ENTERPRISE NCC-1701-A

NAME:

SHUTTLECRAFT 'GALILEO'

The *Galileo 5* and her sister shuttlecraft are important components of the U.S.S. *Enterprise NCC-1701-A*'s transportation system. They are short-range vessels used primarily for ship-to-shore transportation and for sublight travel. They also provide an effective backup when transporters are offline.

The *Galileo* is slick in her design, and highly maneuverable. The shuttlecraft is normally entered via a portal on the right side of the craft, and a short stairway is provided for passengers disembarking in the shuttlebay. However, a large hatch in the aft section allows for cargo loading and enables large numbers of personnel to board quickly.

The cabin area is relatively spartan and can accommodate more than 10 people. The seating arrangement is for two pilot's chairs and four chairs along the wall of the main cabin. Other personnel can stand quite safely during flight operations.

At the front of the *Galileo*, a control console shows flight information and other visuals. A weapon drawer is underneath and holds several hand phasers. The wide cockpit window provides excellent sight-lines for the pilot.

The *Galileo* normally lands in the main shuttlebay at the rear of the engineering hull. Once the shuttlecraft is in range of the tractor beam, manual control is given over to the



▲ The *GALILEO* is a short-range shuttlecraft designed to make relatively short journeys. It is ideal for making ship-to-ship or ship-to-shore trips.

computer and the shuttlecraft is brought directly into the shuttlebay.

## Emergency landing

In emergencies, the shuttle can land manually. This is difficult at normal speeds and is extremely risky at high speed. A landing of this kind severely damages the *Galileo 5*; the shuttle clips its nose on the exterior hangar of

the shuttlebay before crashlanding into the barrier nets at the rear of the bay.

The *Galileo 5* is one in a long line of *Enterprise* shuttles called *Galileo*, and is named for the Earth-based early 17th-century Italian astronomer, mathematician, and physicist who constructed the first astronomical telescope and discovered the four largest moons of Jupiter.

## SAFETY AND VERSATILITY



▲ The shuttle bay is relatively small and is not designed for high speed landings. Manual landings are extremely difficult, and are rarely attempted.

▶ If an emergency landing is attempted, a large safety net at the back of the shuttle bay catches the shuttle, preventing it from crashing into the back wall and causing serious damage.



▲ The *GALILEO* can accommodate a large crew, who can leave through a hatch at the back of the ship or through the starboard hatch, which is immediately behind the flight controls.

▶ Under normal circumstances, the *ENTERPRISE*'s computers guide the shuttle gently through the shuttlebay doors and bring it to rest on the floor of the main shuttlebay.



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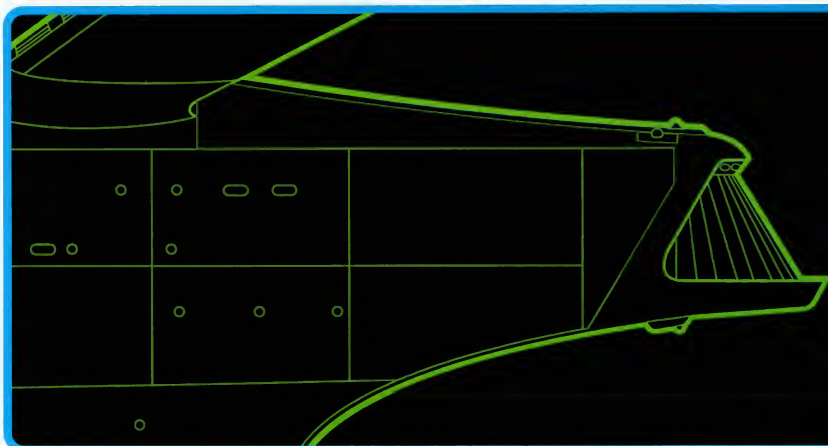
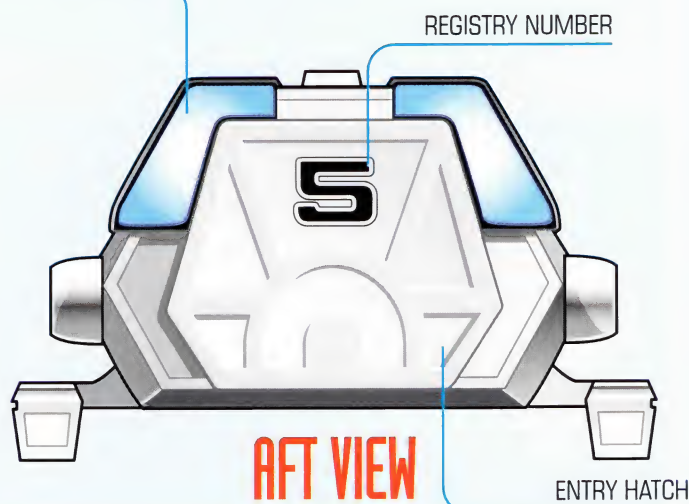
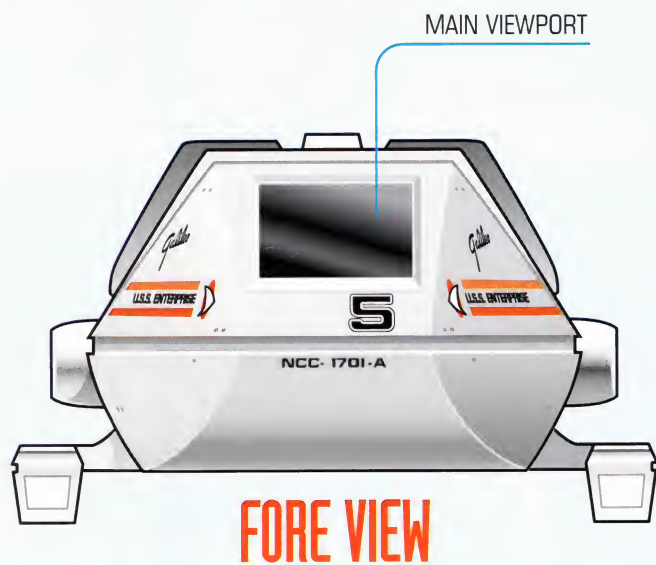
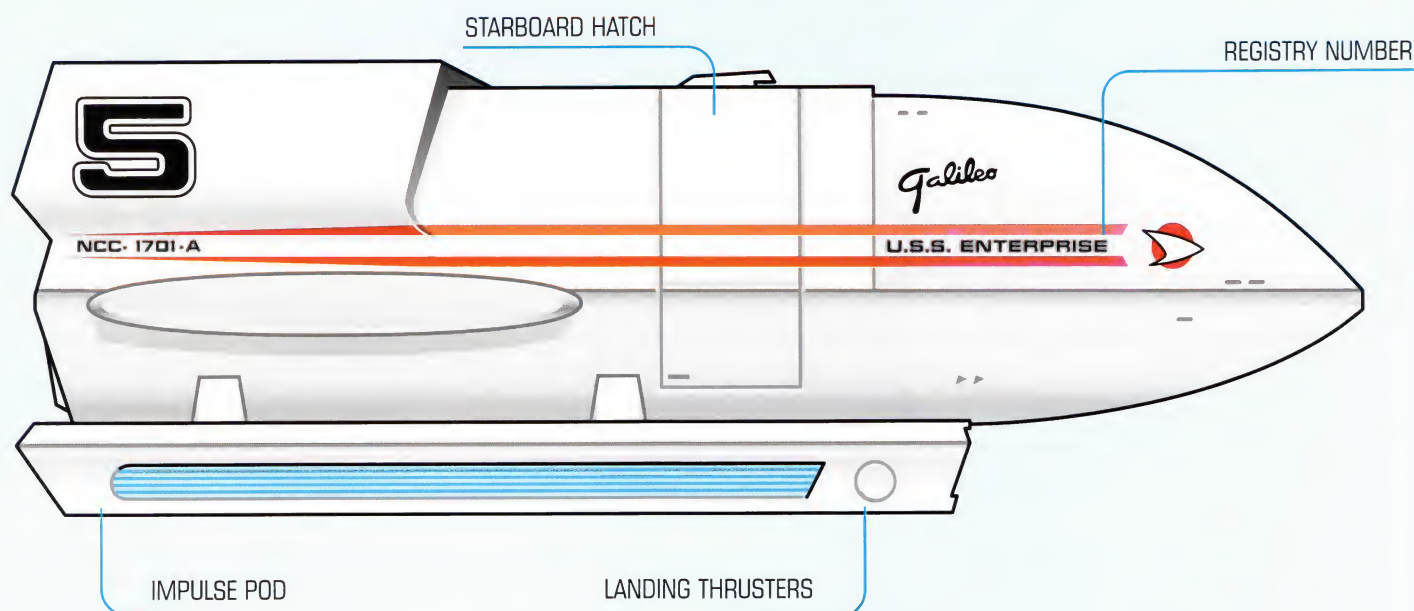






# SHUTTLECRAFT 'GALILEO'

## STARBOARD VIEW



## LANDING

The *Galileo* is housed in the *U.S.S. Enterprise NCC-1701-A*'s main shuttlebay behind the clamshell doors at the rear of the engineering hull. Landing is usually controlled by the *Enterprise*'s computers, which use tractor beams to guide the shuttle in, but in an emergency the shuttle can make a manual landing, though this is an extremely dangerous procedure.



SHIP:

U.S.S. VOYAGER NCC-74656

SYSTEM:

HOLODECK

BRIEFING:

PROGRAMS

The holodeck system on the *U.S.S. Voyager NCC-74656* deviates from standard Starfleet design philosophy which favors centrally-powered, interconnected systems. *Voyager's* holodeck is not connected to the primary power grid and has its own dedicated holodeck reactor engine system that isn't even compatible with other shipboard systems.

On a relatively small ship like *Voyager*, taking the energy-intensive holodeck system out of the central warp and impulse power loop has benefits – including improved overall engine performance and faster cycling times for weapon systems.

However, the trade-off doesn't seem like a very good deal if you're **Captain Kathryn Janeway** and your primary power reserves are so low that the crew is subjected to energy-saving rationing and radical lifestyle adjustments even though the holodeck is powered up and ready to party. Attempts to get the two systems to cooperate blow out a series of primary power grid relays.

### Fun for all

However, 70,000 light years from home, holodeck technology is the crew's main source of entertainment and link with home.

**Tom Paris's 'Paris-3'** program recreates his favorite tavern, **Chez Sandrine**, found outside Marseilles, France, near a branch of **Starfleet Academy**. During his year in Marseilles, Tom Paris spent as much time in Sandrine's drinking and playing pool as he did in the classroom. His holographic recreation of Sandrine's proves extremely popular with other crew members. The bar is populated by several colorful

**Tom Paris spends some time programming the holodeck to generate a holographic version of Chez Sandrine, a tavern near Marseilles in France. The program becomes popular with other members of the crew, who learn to enjoy a game of pool or a quiet seat in the corner. Even Captain Janeway pays a visit, and shows that she is a player to be reckoned with.**

characters, including Sandrine herself, some pool players, and several attractive and very amorous young women.

Another holodeck pastime, preferred by **Janeway** and **Harry Kim**, is the **holonovel**. The user is cast as the central character in an interactive holographic story that has no connection to their real lives.

In '**Janeway Lambda-1**', the captain plays out the fantasy of a Gothic romance from the perspective of a governess in the employ of



**When Neelix creates the holographic version of Paxau, it is rather quiet and sedate. He is delighted by the changes that his friends make; the program is now more 'lively', and is very popular. Neelix throws himself into the thick of things by dancing with a famous volleyball team.**



**Lord Burleigh**, a handsome and lonely widower. Meanwhile, **Harry Kim** is a legendary warrior in a holonovel based on the ancient epic poem 'Beowulf'.

### ALIEN INFLUENCE



**For the most part, holodeck characters are slightly unconvincing recreations of real or fictitious characters. They may act and talk like a real person, but they lack intuition or the ability to interact with others in unexpected ways. Marayna, however, is different.**

**Marayna manages to interface with the U.S.S. VOYAGER's holodeck and use it to project a holographic body. When the crew attempt to disengage her program she takes steps to prevent them. As she has control of the holodeck she can use holographic characters to attack VOYAGER's engineering staff.**







## FILE 29 U.S.S. VOYAGER NCC-74656

*Voyager's* **Emergency Medical Hologram** makes history by becoming the first EMH to be sent on an away mission – even if it is only to **Holodeck 2**. The **Doctor** negotiates his way through Harry Kim's Beowulf program and saves **Chakotay**, **Tuvok**, and Harry from a **photonic life form** which mistakenly believes them to be its enemies.

The Doctor also uses the holodeck to woo a holographic image of a patient, a **Vidii**an doctor named **Danara Pel**. The Doctor takes Danara to Sandrine's and then uses one of Tom Paris's programs to show her Mars. There, the romantic couple sit in a '57 Chevy convertible parked on a hillside with a fabulous view of a domed city below and brilliant stars above.

Harry Kim and friend **Susan Nicoletti** stage a concert rehearsal with a holographic orchestra, and Harry and Tom Paris use the holodeck for a romantic date with the **Delaney** sisters in a simulated Venice, Italy – until Harry falls out of his gondola.

## Perfect holiday

The most popular holodeck program of all is created by **Neelix** and modified by Tom Paris, Harry Kim, and **B'Elanna Torres**. The program begins as a recreation of the exclusive **Paxau** beachside resort on **Talax**. But Harry adds an exceptionally attractive volleyball team from his **sport program 'theta 2'**, and Tom alters the barman and drinks and also adds Caribbean music from Earth. The program is completed when B'Elanna adds male characters. The result has everything from **hydra-sailing** and lounge chairs to drinks decorated with paper umbrellas.

In this setting, Harry Kim falls madly in love with **Marayna**, whom he assumes is a holodeck character. Even Tuvok finds her "compelling". However, Marayna is an alien in a hidden outpost who monitors starship activity. To relieve the tedium, she hacks into the computer systems of passers-by and studies the life forms on board. When *Voyager* appears,

## UNUSUAL APPLICATIONS



When trying to improve his holographic program, the Doctor creates holographic representations of famous figures from history. Their personality traits are held in VOYAGER's memory banks, and the Doctor hopes to integrate elements of their programs with his own.

The Doctor attempts to help Ensign Vorik get through his pon farr by creating T'Pera, a Vulcan female. The Doctor believes that by mating with T'Pera, Vorik will purge his plak tow, or blood fever, and return to normal. However, it appears that a holographic character is not enough.



Marayna is intrigued by its holodeck technology and uses a **subspace** uplink to insert herself into the holodeck and freely interact with *Voyager's* crew.

## Other uses

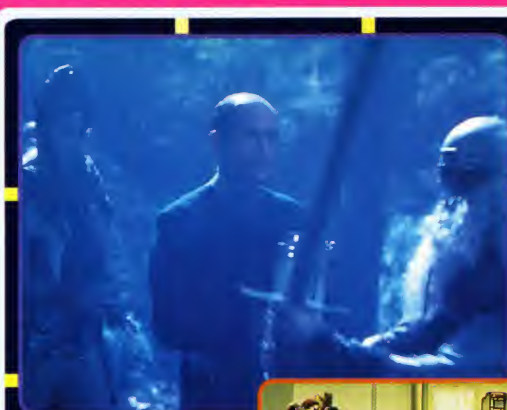
The holodeck also has practical applications. **Tuvok** creates a simulated *Voyager* bridge to train **Maquis** crew members. When Kes expresses an interest in learning how to pilot a shuttlecraft, he teaches her with a holodeck simulation. And after mind-melding with **Betazoid** crew member and psychopathic

murderer **Ensign Lon Suder**, Tuvok uses the holodeck to satisfy a growing compulsion to kill.

When the Doctor resolves to boost his personality and soften his bedside manner, he throws a party at the beach resort for no less than Socrates, Madame Curie, DaVinci, Gandhi, T'Pau of Vulcan, and Lord Byron so he can pick the personality traits he likes best.

On occasion, the holodeck is used for bizarre purposes. When Vulcan crew member **Vorik** enters **pon farr** with no available partner, the Doctor creates a holographic Vulcan female in Holodeck 1 in the hope of resolving his problem.

## ANOTHER WORLD



The holographic Doctor is sent into Harry Kim's Beowulf program to retrieve three missing crew members, who have been converted into photonic energy.



A malfunction on the holodeck sends the Doctor into a delusional state, and he begins to doubt the nature of his existence.



Captain Janeway enjoys her role in a holonovel that is loosely based on 'The Turn of the Screw' and 'Jane Eyre'. It offers her the chance to escape from her usual role as Captain, though she remains a strong and confident woman.

Until he acquires the portable holoprojector, the only way the Doctor can leave the sickbay is by transferring himself to a holodeck. He begins to explore his new-found sentience in Sandrine's.



# Spock and Sarek

Although these two brilliant Vulcans often disagree, their mutual respect — and even the unwelcome emotion of love — shines through in the most difficult circumstances.

**A**fter a cold silence of 18 years, **Spock's** path crosses his father's aboard the **U.S.S. Enterprise NCC-1701** on **Stardate 3842.3**.

**Sarek**, and Spock's mother, **Amanda**, come aboard for a highly politicized diplomatic mission. Amanda explains Sarek and Spock's behavior toward each other to **Captain Kirk** as being "the Vulcan way."

The source of their estrangement is over Spock's choice in careers. Rather than follow Sarek's teachings and attending the **Vulcan Science Academy**, Spock chooses to attend **Starfleet Academy** on Earth, and pursue his career as a scientist aboard the **Enterprise**.

When Sarek is diagnosed with a heart condition that needs immediate surgery on this mission, logic again

comes between them.

Although Spock is the only person on board with the matching blood type for the surgery, his own logic will not allow him to help: in command of the **Enterprise** with the diplomatic mission in jeopardy, and a wounded Captain Kirk, he refuses to relinquish command. Kirk must fake his recovery in order to break down the barriers of logic between Spock and Sarek.

## Growing closer

After Sarek and Spock survive the ordeal, a certain peace seems restored as neither admits that Spock has done anything that was other than logical. Sarek wishes only for his son to function well in his chosen career. Spock is satisfied that Sarek can pursue his diplomatic mission.

When Spock is reborn on the **Genesis planet** it is

largely because of Sarek's persistence that Spock's mind and essence are restored to his body. Sarek even admits that his logic is "uncertain" where his son is concerned. Realizing that it is not a logical course of

action, he requests the dangerous **fal-tor-pan** ceremony be performed to restore Spock's **katra**. The ceremony is successful, and for a time it seems that Spock and Sarek manage to resolve their differences.

## STRANGE HERITAGE



Attempting to perfect his logic, and perhaps become more like his father, Spock returns to Vulcan in search of **Kolinahr** — a state of absolute logic.

Sarek's other son, **Sybok**, is as unconventional as Spock. He abandons logic in favor of a highly emotional form of mysticism.



Despite their many differences of opinion, Spock and Sarek are very alike. Both dedicate their lives to logic, but are deeply involved with emotional humans, both place duty before their personal needs, and both devote their lives to the pursuit of peace.

Spock must always struggle with the human elements he has inherited from his mother, Amanda. It takes him many years to accept his human half, and to understand that logic is only the beginning of wisdom.





## Spock and Sarek

During this phase of their relationship, Sarek and Spock make overtures of peace to the **Klingon** government shortly after the Klingon moon, **Praxis**, explodes. Pursuing a speedy diplomatic agreement, they believe that to wait would be illogical and would only give the Klingons a reason to try and fight their way out of disaster.

When Captain Kirk and **Dr. McCoy** are blamed for the death of **Chancellor Gorkon** of the **Klingon High Council**, however, logic separates the two Vulcans once again. Sarek cannot find a logical way to justify saving Captain Kirk and Dr. McCoy from a Klingon penal colony, whereas Spock believes that, whatever logic dictates, he has no alternative.

### Hidden emotions

Toward the end of his life, Sarek is diagnosed with a fatal disease, the rare **Bendii Syndrome**, which leaves him overwhelmed by emotions. On his last diplomatic mission, to bring the **Legarans** into the **Federation**, he is forced to **mind-meld** with **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D**, in order to restore his self-control and mental discipline. Picard experiences Sarek's emotions and thoughts as if they were his own, and is able to process the extreme passion and love that Sarek feels for his son Spock.

Later, when Spock pursues another mission of peace, this

### Human nature

*Amanda has always acted as a go-between for Spock and Sarek. She can see how similar her son and husband are, and begs Spock to acknowledge his human side.*



*"Sarek wanted Spock to follow his teachings, as Sarek followed the teachings of his own father."*

— Amanda to Kirk

### Years of silence

*When Sarek and Amanda first come aboard the U.S.S. ENTERPRISE, Kirk and McCoy have no idea that they are Spock's parents, or that Spock and Sarek have not spoken for 18 years.*



### Love and logic

*When Sarek is in desperate need of heart surgery, Spock insists that logically his duty to the ship comes first.*



time with the **Romulans**, Picard seeks Sarek's advice. Sarek is clearly unstable, but is certain that Spock would never choose to defect to **Romulus**. He provides valuable clues to finding Spock before being overwhelmed with grief and regret that he is unable to tell his son how he feels.

### Final communion

When Picard finds Spock, he has to tell him that Sarek has died. Spock admits, as Sarek did, that their arguments were most valuable to his logic. Yet, because they never chose to mind-meld, Spock did not understand the fullness of Sarek's thoughts. Picard offers to serve as a conduit for Sarek by mind-melding with Spock. When Sarek's truth is finally revealed to Spock, the depth of feeling overwhelms him.

## FINAL REUNION

### Mental contact

The **Vulcan mind-meld** allows two individuals to share their thoughts. However, Spock and Sarek never choose to meld: when Sarek dies on **Vulcan** they are deprived of the chance to ever touch one another's mind. However, a year earlier Sarek had mind-melded with Captain Picard. The meld leaves traces of each person's thoughts behind, so Spock is able to meld with traces of his father through Picard.

### Unspoken feelings

*As he approaches death, Sarek is overwhelmed with emotion. Deprived of his usual Vulcan discipline, he is acutely aware that he has never told Spock how much he loves him.*



### ★ Communion

*As Spock mind-melds with Picard and contacts what is left of Sarek, he is overcome, and begins to understand his father at last.*





## FILE 43 STARFLEET PERSONNEL

# Captain Janeway: Early Life

Captain Janeway's parents, friends, and lovers have all influenced her character, making her a confident, driven leader with a deep sense of integrity and concern for her crew. But her past contains its fair share of tragedy and loss.

**K**athryn Janeway is born on Earth to a mathematician mother and a father who is a **Starfleet** design engineer. One of her early memories is of trying to earn her father, **Edward's**, approval by solving a math problem when she was four years old. Her talent for science is obvious at a young age, as is her drive to succeed.

Edward has high expectations for Kathryn, and she strives to never let him down. Her mother, **Gretchen**, also expects the best from her daughter, though her approach is gentler. Because Kathryn excels at many things, her parents insist she should not give up when she finds something difficult.

Kathryn is raised in a traditional manner in an agricultural community. Her family cook real food instead of using the replicator. For several years, she and her sister are sent to a liberal, creative school instead of to a pre-Starfleet academy. Her parents insist that Kathryn plays tennis when she wants to play **hoverball** and **Parrises Squares**.

## Excellent preparation

As a child, she often resents her parents' traditionalist leanings, but when she is older she appreciates the lessons her unusual upbringing has taught her.

When she is an adolescent, her father's work, and the problems with the **Cardassians**,

## Early Career

**NAME:** Kathryn Janeway

**LIFE FORM:** Human female

**STATUS:** Captain, *U.S.S. Voyager*  
**NCC-74656**

**FAMILY:** Edward Janeway [father],  
Gretchen Janeway [mother], Phoebe  
Janeway [sister]

**FIRST POSTING:** Science officer aboard  
the *U.S.S. Icarus*

**REMARKS:** Kathryn excels as a  
science officer, showing a strength  
that persuades Admiral Paris to  
recommend a transfer to the  
command division.

**FIRST SEEN:** 'Caretaker'



▲ **Edward Janeway is one of the most influential figures in his daughter's life, even though he is often away from home working for Starfleet. Kathryn spends much of her early life trying to earn his approval, little realizing that he thinks the world of her.**

## FAMILY AND FRIENDS



### ★ Father

**Vice-Admiral Edward Janeway is a talented Starship designer and an expert on the Cardassian situation. He is idolized by his daughter, who is forced to watch him die in a frozen waste.**



### ★ Mentor

**Admiral Paris, Tom Paris's father, is a very influential figure in Kathryn's career. He is the Captain during her first assignment on the U.S.S. ICARUS, and recommends that she transfer to the command division.**



### ★ Partner

**Kathryn has known Mark Hobbes Johnson since she was a child, but they do not become lovers until she is older. Before the U.S.S. VOYAGER is lost in the Delta Quadrant, they have a strong relationship.**

## OTHER CARDS IN THIS FILE...

- 51A JANEWAY ON THE *U.S.S. VOYAGER*
- 51B JANEWAY AND CHAKOTAY
- 51C JANEWAY AND TUVOK
- 51D JANEWAY ON THE HOLODECK

## SEE OTHER FILES...

- CHARTING THE GALAXY.....File 3
- U.S.S. VOYAGER*.....File 29
- STAR TREK: VOYAGER.....File 71







## Captain Janeway: Early Life

### OLD FRIEND



★ **Vulcan companion**  
Janeway initially dislikes Tuvok, who is assigned to the *U.S.S. VOYAGER* against her wishes, but they become close friends.

require him to spend considerable amounts of time away from home. Too young to understand, she worries that he isn't proud of her. Kathryn pushes herself, seeking praise from a father too distracted by larger problems to fully notice. Her need for his approval later haunts her early career in Starfleet.

When Kathryn is in fourth grade, her father takes her on her first spaceflight to **Mars Colony**, a trip that gives her a thirst for space travel. On her second visit, when she is 14, she goes diving at the forbidden Mars quarries and nearly drowns. With sheer determination, she saves both herself and a young man named **Hobbes Johnson** from death. Instead of being frightened, she is exhilarated by the experience. A few years later, aged 18, she returns to explore Mars' Olympus Mons system, uncovering a rare archeological find.

Kathryn's curiosity, courage and stamina serve her well in Starfleet. Her recklessness evolves into a gift for doing the unexpected, which later enables her to take her foes by surprise.

### Influential figures

Years before becoming captain of the *U.S.S. Voyager*, Kathryn is involved with two men who have a significant impact on her life. She is accepted into **Starfleet Academy** in San Francisco, where she pursues a science track. She picks one of the toughest people for her junior honors thesis

advisor, **Admiral Paris**, and wins his lasting respect. Upon graduating with a doctoral degree in quantum cosmology, she is assigned to the admiral's ship, the *U.S.S. Icarus*, as a junior science officer.

During her first assignment, Kathryn falls in love with the enigmatic and difficult **Lieutenant Justin Tighe** after he rescues her from a barbaric Cardassian prison. During their flight from the Cardassian patrols, her quick thinking saves them both from discovery. Her actions lead Admiral Paris to recommend she pursue a command position. Meanwhile, her love and compassion bring Justin out of his battle-hardened shell, and they plan to marry.

### Hard times

Then, disaster strikes. Kathryn, Justin, and her father are testing a prototype ship called **Terra Nova** in the **Tau Ceti** system when it crashes. Thrown from the wreckage, she tries in vain to save both her father and her fiancé. The double tragedy of their deaths sends her into a tailspin of misery and grief. Only the love and care of her mother

and sister help Kathryn survive the horrific loss.

Recovering, yet vulnerable, Kathryn returns to Starfleet Command, taking a postgraduate training program in command. There she encounters Hobbes, who now uses his first name,

*"My father... always believed I had to learn my own lessons, make my own mistakes. He never tried to shield me from life."*

— Kathryn Janeway

### HIDDEN TALENTS



★ **Pool shark**  
At some point in her early career Captain Janeway picks up some advanced social skills. Her crew are surprised to discover that she is a very talented pool player.

**Mark.** The gangly, awkward boy who plagued her when they were kids has grown into an appealing man who specializes in philosophy and is a member of the **Questor Group**. Through their relationship, Kathryn heals the wounds of her past. She is confident of her leadership abilities, and looks forward to each new adventure with the same curiosity and intelligence she exhibited as a child. Her life experiences prepared her well to become one of the most admired captains in Starfleet.

### READY FOR COMMAND



★ **Lost love**  
Mark Hobbes Johnson is very important to Kathryn, and she isn't ready to give up the hope that they will be reunited.



★ **Alone**  
Stranded with her ship in the Delta Quadrant, Janeway is separated from those she loves.

★ **Science background**  
Janeway has a background in sciences that makes her very technically aware.



★ **Final conversation**  
Before leaving on the *U.S.S. VOYAGER*'s mission to the Badlands, Captain Janeway talks to her lover Mark. Neither has any idea that this may be their last conversation.





# Pistol Phaser: 2266

The hand phaser is an essential part of the equipment issued to *Starfleet* landing parties. The smaller **type-1** phaser unit can be carried discreetly on sensitive missions, while the full-sized **pistol phaser** offers greater power.

**T**he **pistol phaser** in use circa 2266 is more correctly known as the **type-2 phaser**. This design actually incorporates a **type-1 phaser** which fits neatly into the top of a type-2 base unit, which has additional power cells and an extended handle.

The pistol phaser replaces the laser pistol which had been in use before this point, and this model supersedes earlier versions, which feature a ring around the barrel that is used to adjust the power.

## Enhanced weapon

The type-2 phaser significantly increases the

power and range of the type-1 phaser, which is designed principally for diplomatic missions where it may be important to carry inconspicuous weaponry which is less likely to provoke an aggressive response.

The pistol phaser is usually carried hanging from an equipment belt, whereas the



**Phaser** is an acronym for **PHASed Energy Rectification**. This kind of weapon produces a beam of directed energy, which can be seen as a beam of intense light.

## PHASER PISTOL 2266



**1 DETACHABLE UNIT** The pistol phaser incorporates the smaller type-1 phaser which slots into the base. The smaller type-1 phaser is ideal for diplomatic missions, as it can be carried discreetly when the crew do not want to appear armed.

**2 HAND UNIT** The larger base amplifies the power of the smaller type-1 phaser. It is normally carried on a larger equipment belt. As with all phasers of this period it has a number of settings including heat, stun, and kill.



**The hand phaser can be set to heat. This setting is extremely useful for survival on hostile planets where the temperature may drop to uncomfortably low levels.**



**The small type-1 phaser can be used independently of the type-2 unit. It is easily carried and can be concealed in a uniform, when appearing to be armed is inappropriate. However, the type-1 unit is considerably less powerful than its larger counterpart.**



# Phaser Pistol: 2266

smaller type-1 phaser tucks discreetly into a trouser waistband.

The pistol phaser cannot function without the type-1 unit, which contains many of the vital elements, but the extra components in the type-2 base unit boost the limited power of the type-1 phaser and make it a much more dangerous weapon. On its own the type-1 phaser is ineffective against some life forms, including the silicon-based **Horta of Janus VI**.

## Classic design

The type-2 phaser has 16 power settings. The lower settings are typically used to stun organic life forms. On light stun the phaser does not produce a visible beam, and simply weakens a victim

without actually rendering them unconscious. At the higher end of the scale, disruption settings are capable of producing disintegration effects. Settings in between can be used to heat objects or to turn the phaser into a cutting tool. The settings are so precise that a phaser can be used to heat coffee.

If desired, the phaser can be set to overload; when it does so, it will glow red and produce a high-pitched whine. The resulting explosion will destroy the phaser and anything in the immediate vicinity.

This model of pistol phaser is superseded by 2271, though the basic elements of the design remain in place for several decades.



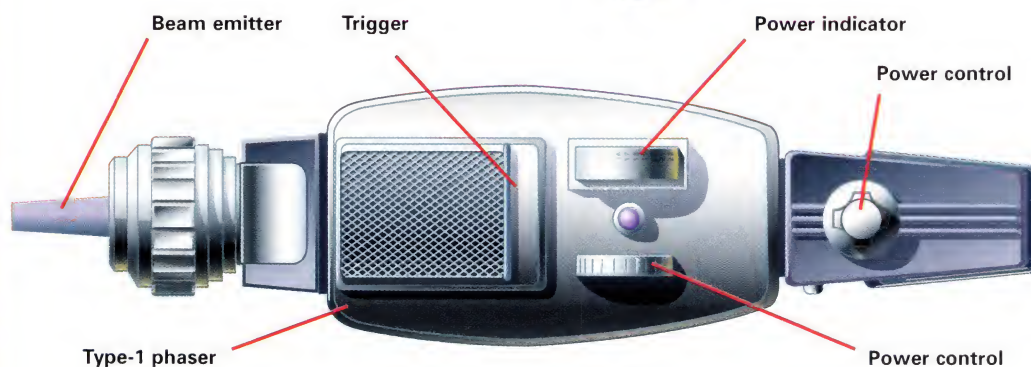
**The phaser has a number of settings; the lowest will only weaken a victim, while the highest is capable of completely disintegrating a person or object. Phasers are normally set to stun.**

## TYPE-2 PHASER 2266



**1 COMBINED WEAPON** The type-2 phaser consists of a pistol-shaped base which contains additional power cells and controls. The small type-1 phaser snaps into the top of the unit to complete the weapon.

**2 EASE OF USE** The type-2 phaser is normally carried on an equipment belt. It is not usually issued on diplomatic or sensitive missions. The pistol grip and simple controls make it an effective weapon that can be adjusted and fired at short notice.



**3 VARIABLE SETTINGS** The phaser type-2 is an extremely powerful hand weapon with a variety of settings. The lowest will just disorientate a living target, while the highest are capable of disintegrating dense materials.





FILE 68 STAR TREK: The Original Series

# 'Return of the Archons'

Most of the time, Beta III is an extraordinarily peaceful planet. Its inhabitants are unfailingly polite, although they may seem a little vacant. But, when the festival begins, everything changes, and the planet descends into mayhem.

## CAPTAIN'S LOG STARDATE 3156.2

"While orbiting planet Beta III, trying to find some trace of the STARSHIP ARCHON that disappeared a hundred years ago, a search party consisting of two ENTERPRISE officers was sent to the planet below. Mr. Sulu has returned, but in a highly agitated mental state. His condition requires I beam down with an additional search detail."

After Sulu beams back to the U.S.S. Enterprise NCC-1701 in a strange, vacant state, Kirk takes a party down to Beta III to look for a missing crewman, Mr. O'Neil. Spock notes the vacant expressions of the native inhabitants. When the clock strikes six the natives go wild, in an orgy of sex and violence. Kirk and his party flee to a nearby house, where they are greeted by three old men who are puzzled that they are not joining in with the festival. One of them, Reger, offers to put them up, but another, Hacom, leaves to inform the lawgivers.

At six in the morning the festival stops dead. Kirk asks Reger what is happening. Reger and his friend Tamar realize that Kirk and his people are 'not of the body'. Then two lawgivers arrive, demanding that the Enterprise officers come with them. Kirk refuses, and the lawgivers stop, confused by his attitude. Reger leads Kirk's party outside.

## Unnatural peace

They are pursued by the locals, but Reger takes them to an old building. As he explains that he is part of an underground movement, a holographic projection of a being known as Landru appears and tells them that they will be absorbed.

They are knocked out by a sonic weapon, and awake in a cell. McCoy and O'Neil soon walk in, their expressions vacant. Then the lawgivers come for Kirk. Spock is next, but the official in charge, Marplon, explains that he is a friend. He gives Spock two phasers before he is taken back to the cell.

Kirk and Spock overpower two lawgivers and, with Marplon's help, go to the audience chamber. They have realized that Landru is a computer trying to create a perfect society. Their weapons are useless, but Kirk persuades Landru that by stifling creativity it is harming the population. Convinced that it is evil, it destroys itself.

## ON SCREEN...



1 Kirk and his landing party are puzzled by the people of Beta III, who seem strangely vacant and unusually peaceful and contented.



2 As the clock strikes six, the population lose all self-control and begin to riot, attacking one another and vandalizing their surroundings.



3 The mysterious lawgivers come to take Kirk and his party away to be absorbed. They are unwilling to tolerate anyone who is not 'of the body'.



4 A projection of Landru appears to the landing party as they hide from the native inhabitants. It informs them that they will be absorbed.



5 Marplon was too late to help McCoy, but he is in time to save Kirk from absorption. Later he leads Kirk and Spock to Landru's audience chamber.



6 When Landru realizes that Kirk is correct, and that it has been harming the people it wanted to protect, it destroys itself, freeing the population from its control.

## STARSHIP FACTS

The original Landru created the Landru computer to put an end to the wars that ravaged Beta III. When the crew of the Archon threatened the bizarre peace, they were absorbed. Some people, including Reger and Marplon, are immune to absorption.





# 'A Taste of Armageddon'

When Kirk and his crew arrive at **Eminiar VII** they unwittingly find themselves in the middle of a computer-controlled war that has claimed millions of lives. The **U.S.S. Enterprise NCC-1701** becomes a casualty of war, and her crew are sentenced to death.

## CAPTAIN'S LOG

STARDATE 3192.1

"The **ENTERPRISE** is en route to star cluster **NGC 321**. Objective: to open diplomatic relations with the civilizations known to be there. We have sent a message to **Eminiar VII**, principal planet of the star cluster, informing them of our friendly intentions. We are awaiting an answer."

The **U.S.S. Enterprise NCC-1701** has orders to open diplomatic relations with **Eminiar VII** and, despite a message from the planet warning them to keep away, **Ambassador Fox** insists they continue their mission.

**Captain Kirk** and a landing party are met by **Mea 3**, who takes them to see **Anan 7**, the leader of the high council. He tells them that **Eminiar VII** is at war with **Vendikar**, a neighboring planet. **Spock** is puzzled and points out that there is no evidence of conflict. Suddenly there is an alert and some doors slide open, revealing a room where computers plot enemy attacks. The **Enterprise** can't detect any weapons, and **Spock** realizes that the war is conducted entirely by the computers. **Anan 7** explains that this kind of conflict has preserved their society, and that unfortunately the **Enterprise** has been registered as a casualty; Kirk's crew have 24 hours to report for disintegration.

## Desperate acts

Kirk's party is held captive and **Anan 7** tries to trick **Mr. Scott** into beaming down, but **Scotty** realizes what is happening. Meanwhile, the landing party escape and destroy a disintegration chamber.

**Anan 7** fires on the **Enterprise**, but her shields are up and she is unharmed. When **Fox** contacts him he explains everything away as a mistake, but **Scotty** disobeys **Fox's** orders to lower the shields.

Kirk finds **Anan 7**, but is captured by some **Eminian** guards. **Fox** and his assistant beam down and are instantly taken prisoner, but **Spock** and the others rescue them and start destroying the disintegration chambers.

Kirk manages to order **Scotty** to destroy the planet in two hours' time, and overpowers a guard; he is soon joined by **Spock** and the others. Ushering everyone out of the room, they destroy the computers, confronting **Anan 7** with a very real and messy war. His only choice is to make peace with the equally frightened **Vendikans**.

## ON SCREEN...



**1** **Ambassador Fox** orders Kirk to ignore the **Eminian** message to avoid their planet, and insists that the **U.S.S. ENTERPRISE** continues its mission.



**2** On the surface, Kirk and his party discover an advanced and apparently peaceful planet. They have no idea they are in the middle of a war.



**3** Computers plot the location of theoretical fusion bombs 'fired' by the **Vendikan** computers, and decide who will live and who will die.



**4** **Mea 3** has been declared a casualty of war and, until Kirk stops her, is going to report for disintegration. She cannot see anything wrong with the situation.



**5** Kirk decides to confront the **Eminians** with the full savagery of war. He believes the computers have made death far too clean and easy.



**6** With the war computers destroyed, the **Eminians** are confronted with the possibility of actual combat, and decide to make peace.

## STARSHIP FACTS



**Eminiar VII** and **Vendikar** have been at war for 500 years. This has only been possible because the conflict is computerized.





# 'Elogium'

As the *U.S.S. Voyager NCC-74656* encounters a strange group of space-dwelling creatures, Kes is shocked to discover that she is entering the *elogium*, the Ocampan breeding period. If she wants to have children, she and Neelix must mate — now.

## 'ELOGIUM'

"If we begin we must stay bonded for six days... in order to ensure conception. And after the ipasaphor appears, we only have 50 hours to begin the process, so I need to know your answer."

— Kes to Neelix

The *U.S.S. Voyager NCC-74656* begins to study a group of space-dwelling life forms. Meanwhile, Neelix discovers that Kes is compulsively eating some very strange foods, and takes her to sickbay.

*Voyager* is caught in the life forms' wake and is pulled in among them. The ship is unable to break free without harming them, but B'Elanna suggests using a magnetic pulse to nudge them out of the way. The Doctor calls Janeway to sickbay, where a delirious Kes has locked herself in his office. Kes lets the Captain in, and the young Ocampan tells her that she is entering the *elogium*, two or three years early, and that if she is to have a child, she must act soon.

Kes explains to Neelix that she only has one chance to mate, and that she wants a child. Neelix is uncertain, but he must decide within 50 hours. Later, Tuvok tells him that parenthood is surprisingly rewarding.

## Mating moves

B'Elanna's pulse works, but after they initiate it several of the life forms attach themselves to the nacelles and a larger creature appears. It emits a plasma stream, and some of the other life forms attach themselves to it. It seems that the creatures have mistaken *Voyager* for a potential mate.

Neelix tells Kes that he wants to father her child. On the bridge, Janeway initiates a more powerful impulse burst, trying to outdo their rival, but the creature fires more plasma and begins to ram *Voyager*.

Chakotay suggests that, instead of fighting, they submit. *Voyager* mimics the smaller creatures by rolling over and venting plasma to make it look blue. The creatures lose interest in them, and the ship escapes.

Ultimately Kes decides against parenthood, but her decision may not have to be final: the Doctor believes that the *elogium* was false, brought on by a field generated by the creatures.

## ON SCREEN...



**1** As the *U.S.S. VOYAGER* approaches the life forms, Kes begins to have strange cravings. While working in the hydroponics bay, she has an uncontrollable desire to eat some beetles. She soon finds that she can't stop eating, and even starts adding soil to bowls of mashed potatoes.



**2** When Neelix learns about Kes's strange eating habits he is very worried and, despite her protestations, drags her to sickbay to see the Doctor.



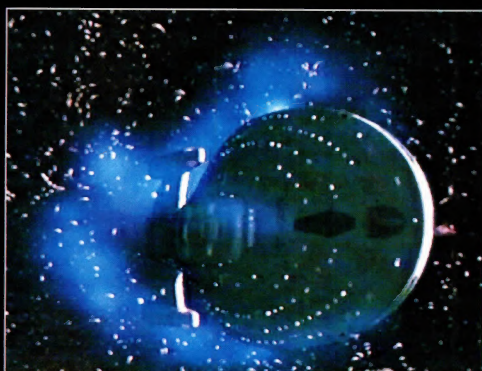
**3** Kes locks herself in the Doctor's office and erects a forcefield to keep everyone else out. Her body chemistry is beginning to change as she enters the *elogium*.



**4** The large creature clearly sees *VOYAGER* as a sexual rival. Every attempt to outdo the creature's displays leads to more conflict, and the ship is soon in danger.



**5** Kes tells Neelix that she has entered the *elogium* and must mate quickly. Like all Ocampan, she only has one chance to conceive: it's now or never.



**6** Chakotay finally comes up with a successful strategy. Instead of competing with the creature, *VOYAGER* gives in and rolls over on its back.

## STARSHIP FACTS



The *elogium* is the Ocampan period of fertility, which they normally enter at the age of four or five. During mating, Ocampan bond for six days.



# 'Twisted'

The *U.S.S. Voyager NCC-74656* encounters a strange phenomenon, and soon the crew find they barely seem to know their ship. Decks appear to have merged, crew quarters have disappeared, and, no matter how hard they try, no one can reach the bridge.

Most of the senior staff assemble in **holodeck 1** to throw a surprise party for **Kes's** birthday. **Tuvok** has been left in charge of the bridge, and when he encounters an anomaly he tries to contact **Janeway**. But his voice is distorted, and the comms system fails. Janeway takes **Chakotay** and **Paris** with her to the bridge, and sends **B'Elanna** to Engineering.

Tuvok tries to fly through the phenomenon which has surrounded the ship, but the **warp field** collapses and he sends **Harry Kim** to find the Captain.

Instead of taking Janeway and the others to the bridge, the **turbolift** takes them to Deck 4 and then to Engineering. B'Elanna isn't having any more luck finding her way on foot. Soon everyone finds themselves outside the holodeck. They realize that the phenomenon may be a distortion ring that is changing the layout of the ship. Tom retraces his footsteps to lead B'Elanna to Engineering, and Janeway and Harry try to reach the bridge using the **Jefferies tubes**.

## Out of shape

Janeway and Harry reach a hatch that leads onto the cargo hold behind the bridge, but when Janeway opens it she is pulled into the distortion field. Harry drags her back, and she collapses.

B'Elanna and Tom try to beam onto the bridge, but find themselves in the holodeck. Everyone else ends up back at the holodeck and they pool their **tricorder** data. The ship is twisted out of shape, and they have hardly any time left before it collapses.

Harry and B'Elanna return to Engineering and try to generate a shock pulse that will explode the distortion field, but it only accelerates the distortion. They return to the holodeck and have no choice but to wait as the distortion engulfs them. When it has passed, everything returns to normal. On the bridge they discover that the distortion was somehow communicating with them, depositing a massive amount of information in the ship's computer.

## 'TWISTED'

"This distortion ring has completed immobilized us. We have no means of communication with the bridge or any other part of the ship, and no matter where any of us have tried to go – the bridge, Engineering, Kes's quarters – we've all eventually ended up here ..."

– Captain Janeway

## ON SCREEN...



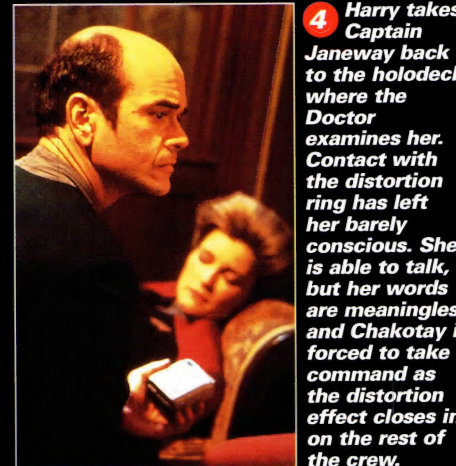
**1** The crew have decided to throw a surprise party for Kes's second birthday. She is unfamiliar with the custom, but finds the event exciting.



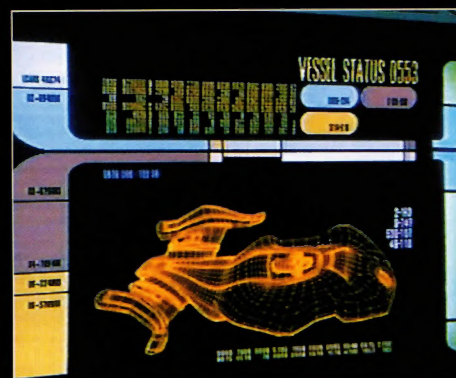
**2** The *U.S.S. VOYAGER* has been distorted so that rooms and corridors connect in bizarre ways. B'Elanna is embarrassed to find a half-naked man outside Engineering.



**3** Captain Janeway is caught in the phenomenon, which begins to distort her body. Luckily, Harry Kim is with her and manages to pull her free.



**4** Harry takes Captain Janeway back to the holodeck, where the Doctor examines her. Contact with the distortion ring has left her barely conscious. She is able to talk, but her words are meaningless and Chakotay is forced to take command as the distortion effect closes in on the rest of the crew.



**5** The tricorder data shows that the ship has been mangled out of shape. Only Deck 6 remains relatively unaffected by the distortion effect.



**6** The crew have little choice but to let the distortion pass through them. When it has done so, they are relieved to discover that everything is all right.

## STARSHIP FACTS

The phenomenon leaves 20 million gigaquads of information in the *U.S.S. Voyager's* computers.





# B continued

**Berel** The physician in charge of the **Sikla Medical Facility** on **Malcor III**. He discovered that **Rivas Jakara** was actually a surgically-altered **Commander Riker**, yet continued to shield his injured patient from interrogation. (*Starship Log*: 'First Contact' [TNG])  
**SEE FILES 18, 43, 69**

**Berellians** A race reputed to be utterly incompetent as engineers. (*Starship Log*: 'Redemption', Part II [TNG]; 'The Abandoned' [DS9]) **SEE FILES 18, 69, 70**

**Berengaria VII** According to **Spock**, one of the life forms on this planet is a species of dragon. (*Starship Log*: 'This Side of Paradise' [TOS]) **SEE FILES 3, 68**

**Berik** A member of the band of recreant **Ferengi** who disabled and seized control of the **U.S.S. Enterprise** on **Stardate 46235.7**. (*Starship Log*: 'Rascals' [TNG])  
**SEE FILES 51, 69**

**Bering Sea** The two humpback whales rescued by the **U.S.S. Enterprise** crew during their return to the Earth of 1986 were found in this northern hemisphere sea near Alaska. (*Starship Log*: **Star Trek IV: The Voyage Home**) **SEE FILE 75**

**Beritium** A substance sometimes used to make **Bajoran** earrings. (*Starship Log*: 'The Search', Part I [DS9]) **SEE FILE 70**

**Berlin, U.S.S.** This **Excelsior**-class starship, **Federation** registry number **NCC-14232**, answered a distress call in 2364 from a Federation outpost located near the **Romulan Neutral Zone**. (*Starship Log*: 'Angel One' [TNG]) **SEE FILES 31, 69**

**Berlioz, Hector** 19th-century French composer known for large-scale, Romantic orchestral works. **Picard** played Berlioz's opera 'Les Troyens' at full volume to assuage his anger at being excluded from **Starfleet**'s defense against the 50893 **Borg** invasion. (*Starship Log*: **Star Trek: First Contact**) **SEE FILE 79**

**Bernard, Dr. Harry, Sr.** **Starfleet** oceanographer serving on the **U.S.S. Enterprise NCC-1701-D** in 2364. He tried to impart a knowledge of mathematics to his son, **Harry, Jr.** (*Starship Log*: 'When The Bough Breaks' [TNG]) **SEE FILES 25, 69**

**Bernard, Harry, Jr.** The 10-year-old son of **Enterprise** oceanographer **Dr. Harry Bernard**, who was abducted by the **Aldeans** in 2364 as part of an attempt to prevent their culture from expiring. (*Starship Log*: 'When The Bough Breaks' [TNG]) **SEE FILES 18, 25, 69**

**Bernardo** A police officer in **Sanctuary District A** in 2024 San Francisco. He was held hostage, by a group including **Dr. Bashir** and **Commander Sisko**,



Two whales, **George and Gracie**, were rescued from whalers in the **Bering Sea** by **Captain Kirk**. They were then brought to the 23rd century, where they repopulated Earth's oceans with the extinct humpback whale.

during the watershed civil unrest known as the **Bell Riots**. (*Starship Log*: 'Past Tense', Part I & II [DS9])  
**SEE FILES 7, 70**

**Bersallis III** Eight **U.S.S. Enterprise** crew members died on this planet while evacuating a **Federation** colony during the **Bersallis firestorm** of 2369. (*Starship Log*: 'Lessons' [TNG]) **SEE FILES 3, 7, 69**

**Bersallis firestorms** A cyclical event caused by solar particle emissions, with temperatures of 300 degrees Centigrade and winds of 200 kph, that devastates **Bersallis III** every seven years. (*Starship Log*: 'Lessons' [TNG]) **SEE FILE 3, 7, 69**

**Berthold rays** These radioactive emissions degrade all carbon-based organic tissue, usually with fatal results. Settlers on **Omicron Ceti III** were exposed in 2264, and the **Calamarain** released **Berthold** radiation while scanning the **U.S.S. Enterprise** in 2366. (*Starship Log*: 'This Side of Paradise' [TOS], 'Deja Q' [TNG]) **SEE FILES 58, 68, 69**

**berylite scan** Part of standard **Starfleet** medical protocol. (*Starship Log*: 'A Matter of Time' [TNG])  
**SEE FILE 69**

**Bestri Woods** During long-range reconnaissance in this region, **Kira** opened fire on what she thought was a **Cardassian** soldier, only to discover she'd killed a mother **Hara cat** instead. (*Starship Log*: 'Second Skin' [DS9]) **SEE FILES 10, 47, 70**

**Beta 5 computer** Although he disliked its superior attitude, **Gary Seven** utilized this alien-devised multitasking processor to maintain his Earth-based operations. (*Starship Log*: 'Assignment Earth' [TOS])  
**SEE FILES 44, 68**

**Beta III** Located in the **C-111 system**, this planet was home to a repressive society ruled by a complex computer network that strictly applied the previously-benevolent doctrine of the deceased leader **Landru**. (*Starship Log*: 'Return of the Archons' [TOS])  
**SEE FILES 3, 18, 68**

**Berel**  
**Berellians**  
**Berengaria VII**  
**Berik**  
**Bering Sea**  
**Beritium**  
**Berlin, U.S.S.**  
**Berlioz, Hector**  
**Bernard, Dr. Harry, Sr**  
**Bernard, Harry, Jr**  
**Bernardo**  
**Bersallis III**  
**Bersallis firestorms**  
**Berthold rays**  
**berylite scan**  
**Bestri Woods**  
**Beta 5 computer**  
**Beta III**  
**Beta VI**  
**Beta XII-A**  
**Beta XII-A entity**  
**Beta Agni II**  
**Beta Antares IV**  
**Beta Aurigae**  
**Beta Cassius**  
**Beta-Four**  
**Beta Geminorum**  
**Beta Kupsic**  
**Beta Lankal**  
**Beta Magellan**  
**Beta Moon**  
**Beta Niobe**  
**Beta Portolan**  
**Beta Quadrant**  
**beta radiation**



Pattern enhancers were required to beam an away team back to the **U.S.S. ENTERPRISE** from **Bersallis III** in 2369.



**Gary Seven** used the **Beta 5 computer**, which was hidden in his office on Earth.





**Beta VI** Location of a **UFP** colony. The **U.S.S. Enterprise** was en route to this planet in 2267 when several crew members were abducted by **Trelane**, a metahumanoid life form. (*Starship Log*: 'The Squire of Gothos' [TOS]) **SEE FILES 3, 7, 57, 68**

**Beta XII-A** This **Class-M** planetoid was the source of a distress call from a previously unknown entity which led to a confrontation between the **U.S.S. Enterprise** and a **Klingon** ship in 2268. (*Starship Log*: 'Day of the Dove' [TOS]) **SEE FILES 3, 43, 48, 68**

**Beta XII-A entity** A non-corporeal life form that incited strife and conflict between other beings in order to feed on the resulting contrary emotions. It manipulated the **U.S.S. Enterprise** and a **Klingon** vessel into a showdown in 2268. (*Starship Log*: 'Day of the Dove' [TOS]) **SEE FILES 18, 43, 48, 68**

**Beta Agni II** The planet where **Kivas Fajo** contaminated a **Federation** outpost's water supply with **tricyanate** as part of his elaborately contrived plot to abduct **Lieutenant Commander Data**. (*Starship Log*: 'The Most Toys' [TNG]) **SEE FILES 3, 69**

**Beta Antares IV** The legendary but apocryphal card game **fizzbin** was alleged to have been played on this planet. (*Starship Log*: 'A Piece of the Action' [TOS]) **SEE FILES 18, 68**

**Beta Aurigae** The **U.S.S. Enterprise** was to engage in an analysis of celestial attraction within this star system in 2269 when **Dr. Janice Lester** diverted the ship to the **Benecia Colony**. (*Starship Log*: 'Turnabout Intruder' [TOS]) **SEE FILES 43, 68**

**Beta Cassius** A **Class-M** planet, also known as 'Haven', noted for its serene natural beauty, and said to be endowed with a mystical recuperative capability. Its residents tried to prevent the immigration of biologically infected **Tarellians** in 2364. (*Starship Log*: 'Haven' [TNG]) **SEE FILES 18, 69**

**Beta-Four** Energy grid on the **U.S.S. Voyager** that suffered a disruption in power when a **bioneural gel pack** malfunctioned. The resulting power fluctuations caused two characters in **Captain Janeway's** holonovel program, 'Lamda One', to dematerialize. (*Starship Log*: 'Learning Curve' [VOY]) **SEE FILE 71**



While traveling through the **Beta Geminorum** system, **Kirk** and his crew were stopped by **Apollo**. This 'god' from Earth's past expected them to become his subjects.

## Beta Geminorum

In this star system, home to the **Pollux** planets, the humanoid **Apollo** attempted to capture the **U.S.S. Enterprise** and its crew in 2267. (*Starship Log*: 'Who Mourns for Adonais' [TOS]) **SEE FILES 57, 68**

**Beta Kupsic** The **U.S.S. Enterprise** was due to head for this planetoid after an engineering stopover at **Starbase Montgomery** in 2365. (*Starship Log*: 'The Icarus Factor' [TNG]) **SEE FILES 3, 68**

**Beta Lankal** **Klingon** troops faithful to **Gowron** were forced to retreat to this star system following a defeat at the hands of the **Duras** forces in the civil war of 2368. (*Starship Log*: 'Redemption', Part II [TNG]) **SEE FILES 3, 11, 48**

The **Bynars** stole the **U.S.S. ENTERPRISE** from **STARBASE MONTGOMERY** to try to save their civilization from the explosion of the star in the **Beta Magellan** system. Their actions delayed the **ENTERPRISE's** mission to **Beta Kupsic**.



**Beta Magellan** When this system's star erupted in 2364, the civilization on planet **Bynaas** was threatened with extinction. (*Starship Log*: '11001001' [TNG]) **SEE FILES 18, 69**

**Beta Moon** One of the populated satellites of **Pelias Zel**, it suffered ecological damage from its neighbor **Alpha Moon's** use of the planet's magnetic field as a power source. (*Starship Log*: 'The Host' [TNG]) **SEE FILES 3, 69**

**Beta Niobe** In 2269, this star explosion resulted in the complete destruction of the planet **Sarpeidon**, which was home to a technologically advanced civilization. (*Starship Log*: 'All Our Yesterdays' [TOS]) **SEE FILES 18, 68**

**Beta Portolan** Home star system to an extinct civilization whose inhabitants were the first known victims of the virulent and pathogenic **Denevan neural parasites**. (*Starship Log*: 'Operation - Annihilate!' [TOS]) **SEE FILE 3, 18, 68**



The **Romulan** homeworlds of **Romulus** and **Remus** are found at the center of the **Romulan Empire**, which is largely in the **Beta Quadrant**.

**beta radiation** **Rom** theorized that beta radiation was a cause of the translator failure that prevented he, **Quark**, and **Nog** from understanding the 1947-era humans they encountered at Roswell, New Mexico, in 2371. (*Starship Log*: 'Little Green Men' [DS9]) **SEE FILES 66, 70**

## Beta Quadrant

One of the four cartographic sections of the Milky Way galaxy. The **Klingon** and **Romulan Empires** are located here, as is a portion of the **United Federation of Planets**. (*Starship Log*: **Star Trek IV: The Undiscovered Country**) **SEE FILES 3, 68, 69, 70, 72, 77**